



DEPARTMENT OF INFORMATION TECHNOLOGY

Gamification

Course: Data Structures and Algorithms

Topic: Binary Search

Faculty: Mrs. R. Elavarasi

Class: III Year

Academic Year: 2022–2023

Teaching Method Used: Gamification

Date : 15.11.2022

No of students Participated : 50

Introduction

To enhance student engagement and conceptual clarity in the topic Binary Search, the teaching method of Gamification was implemented. This approach uses interactive, game-based learning platforms such as Kahoot and Quizizz to reinforce understanding, increase participation, and support immediate feedback.

Objective

The primary objective of using Gamification was:

- To create an engaging classroom environment that motivates students to actively participate and learn Binary Search in an enjoyable and interactive manner.

Methodology

1. Concept Delivery

The session began with a brief explanation of Binary Search, including its algorithm, time complexity, and usage scenarios. Sample problems were demonstrated.

2. Quiz Preparation

Questions were prepared on binary search concepts such as mid-value calculation, search steps, best/worst-case analysis, and dry-run scenarios.

3. Gamified Implementation

- Students joined Kahoot or Quizizz using mobile devices.
- The quiz questions were displayed on the smart board, and students answered in real-time.
- A leaderboard and instant scoring system-maintained excitement and competition.

4. Feedback Discussion

After each question, immediate feedback was displayed, enabling the teacher to clarify misconceptions. A short discussion followed to reinforce correct logic.



Participation of students in gamification for Data structures and algorithm on 15.11.2022

Outcomes

- Students showed increased engagement and enthusiasm during the session.
- Concept clarity improved, especially in understanding the iterative process of Binary Search.
- Real-time results helped identify common errors, enabling targeted revision.
- The competitive format improved participation from even usually passive learners.

Conclusion

The use of Gamification through Kahoot and Quizizz proved to be an effective teaching strategy for the topic Binary Search in the Data Structures and Algorithms course. It not only made learning enjoyable but also enhanced comprehension and encouraged active participation.

List of students Attended – II- Year

S.NO	REGISTER NO	STUDENTS NAME
1.	312821205001	Aravind R
2.	312821205002	Aravindh R

3.	312821205003	Ashika Jubi S
4.	312821205004	Dharshan K
5.	312821205005	Dinakaran Sa
6.	312821205006	Gokulakrishnan M
7.	312821205007	Gowtham G
8.	312821205008	Gowtham M
9.	312821205009	Harini V
10.	312821205010	Jagadeesh D
11.	312821205011	Jerlin Ida J
12.	312821205012	Jeshina K
13.	312821205013	Karthikeyan S
14.	312821205014	Keerthana V
15.	312821205015	Kirubanithi S
16.	312821205016	Lakshmi Priya P
17.	312821205017	Mahima Sree S
18.	312821205018	Mohamed Alifdeen R
19.	312821205019	Mohamed Ruwaid A
20.	312821205020	Monesha G
21.	312821205021	Nandha Kumar A
22.	312821205022	Nanthini Priya R
23.	312821205023	Neha M
24.	312821205024	Nethaji M
25.	312821205025	Nishaanth S
26.	312821205026	Pradeep Kumar Y
27.	312821205027	Prashanth B
28.	312821205028	Praveen M
29.	312821205029	Preethi M
30.	312821205030	Premlatha S
31.	312821205031	Pugazhenthil D
32.	312821205032	Rahul N
33.	312821205033	Ramkumar K S
34.	312821205034	Ramya Devi P
35.	312821205035	Rexlin Felix S
36.	312821205036	Rukmangathan D

37.	312821205037	Santhosh G
38.	312821205038	Saran S K
39.	312821205040	Sasikumar R
40.	312821205041	Silambarasan M
41.	312821205042	Sivaranjini R
42.	312821205043	Siva Saradhe R
43.	312821205045	Sri Ranjani K
44.	312821205046	Surya Prakash S
45.	312821205047	Tarun S
46.	312821205048	Venu Aravind M
47.	312821205301	Karan Kumar B
48.	312821205302	Kotipatruni Tirumala Rao
49.	312821205303	Vishal B
50.	312821205701	Yokesh B



Faculty Incharge



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Feedback Link: <https://forms.gle/uFEmp68bBEhMBDiy5>

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